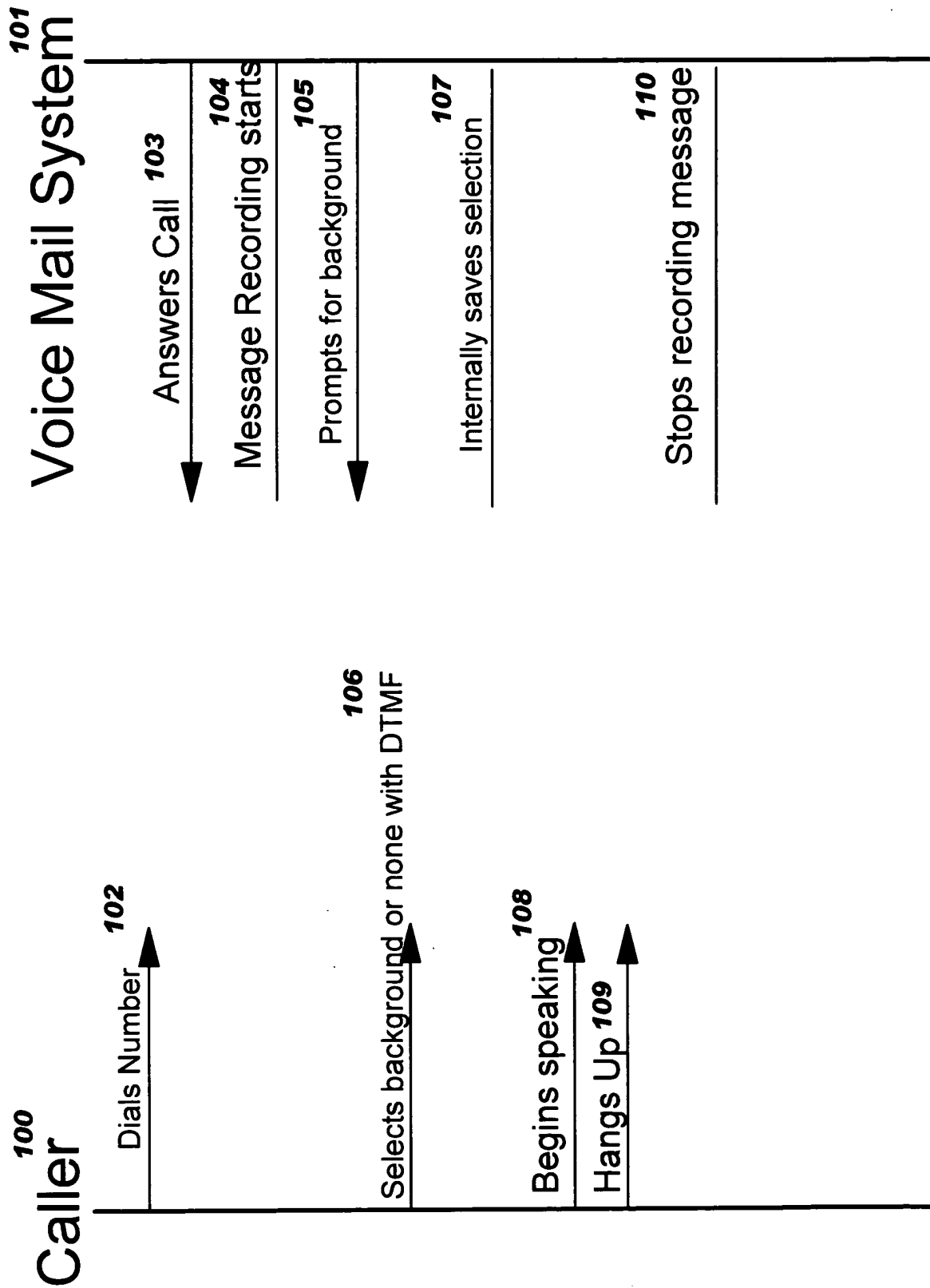


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FIG. 1A



Caller 100

Dials Number 102

Selects background or none with DTMF 106

Begins speaking 108

Presses * 120

Selects background or none with DTMF 122

Begins speaking 124

Hangs Up 109

FIG. 1B

Voice Mail System 101

Answers Call 103

Message Recording starts 104

Prompts for background 105

Internally saves selection 107

Prompts for background 121

Internally saves selection 123

Stops recording message 110

FIG. 1C

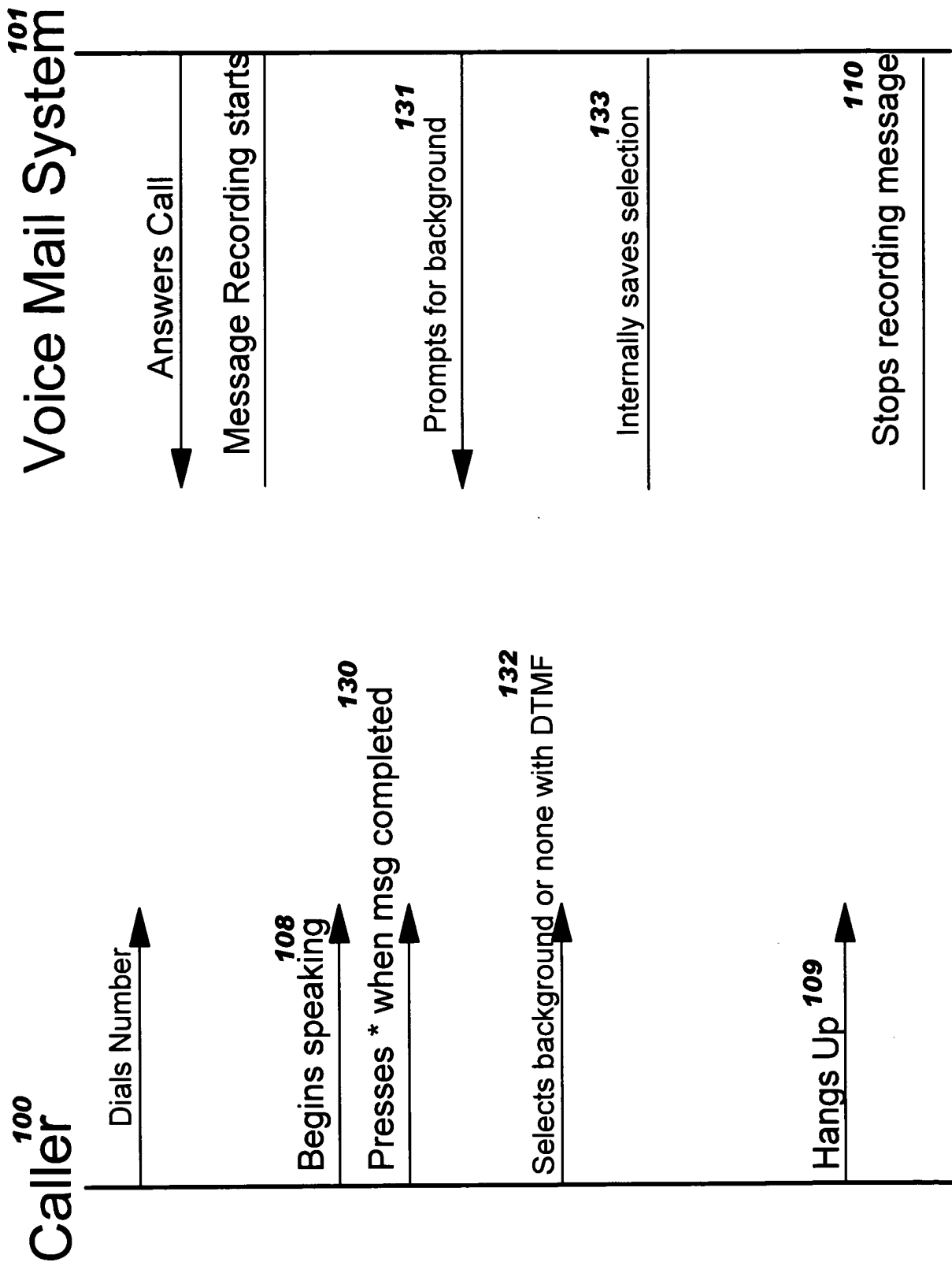


FIG. 1D

Voice Mail System¹⁰¹

Caller ¹⁰⁰

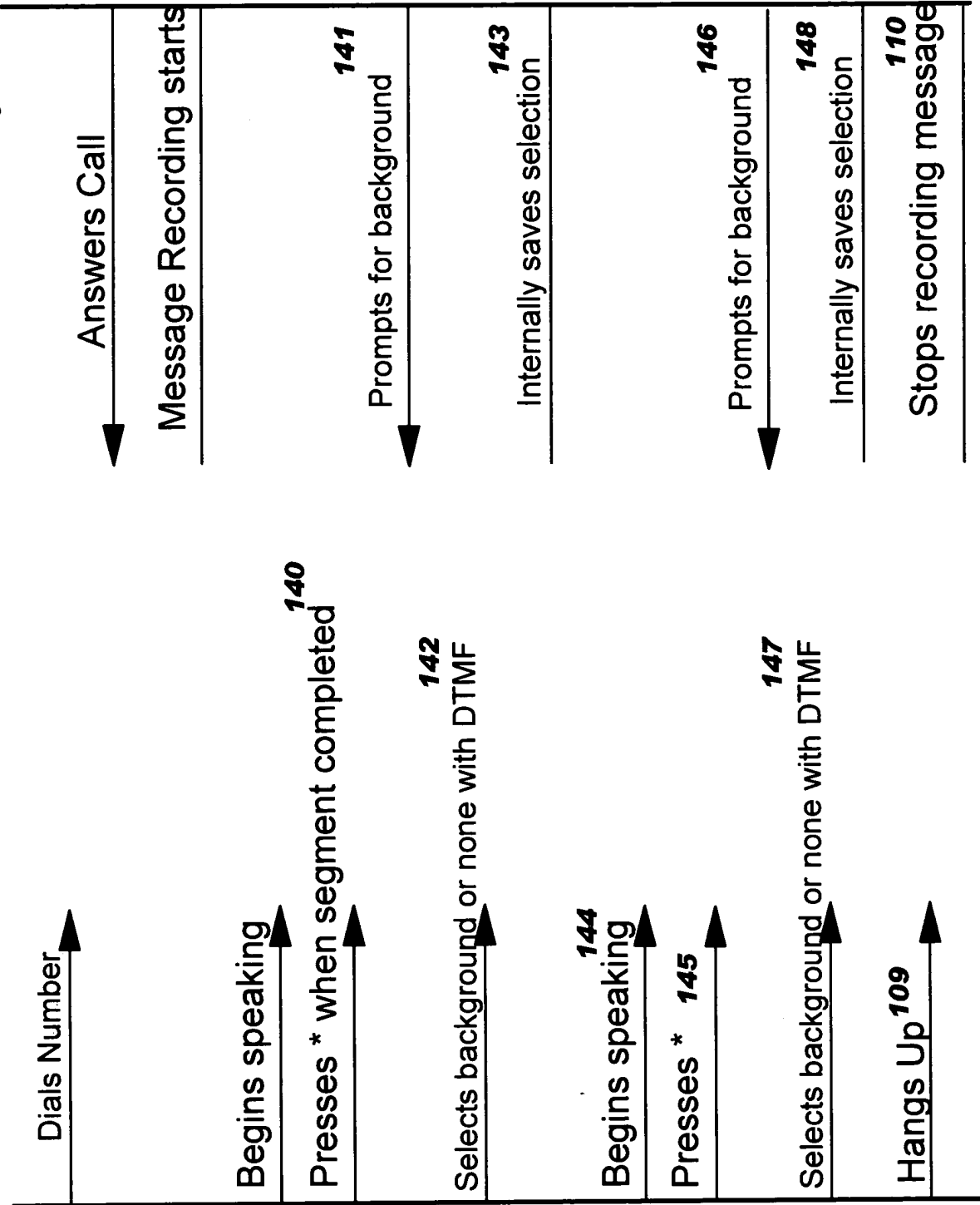
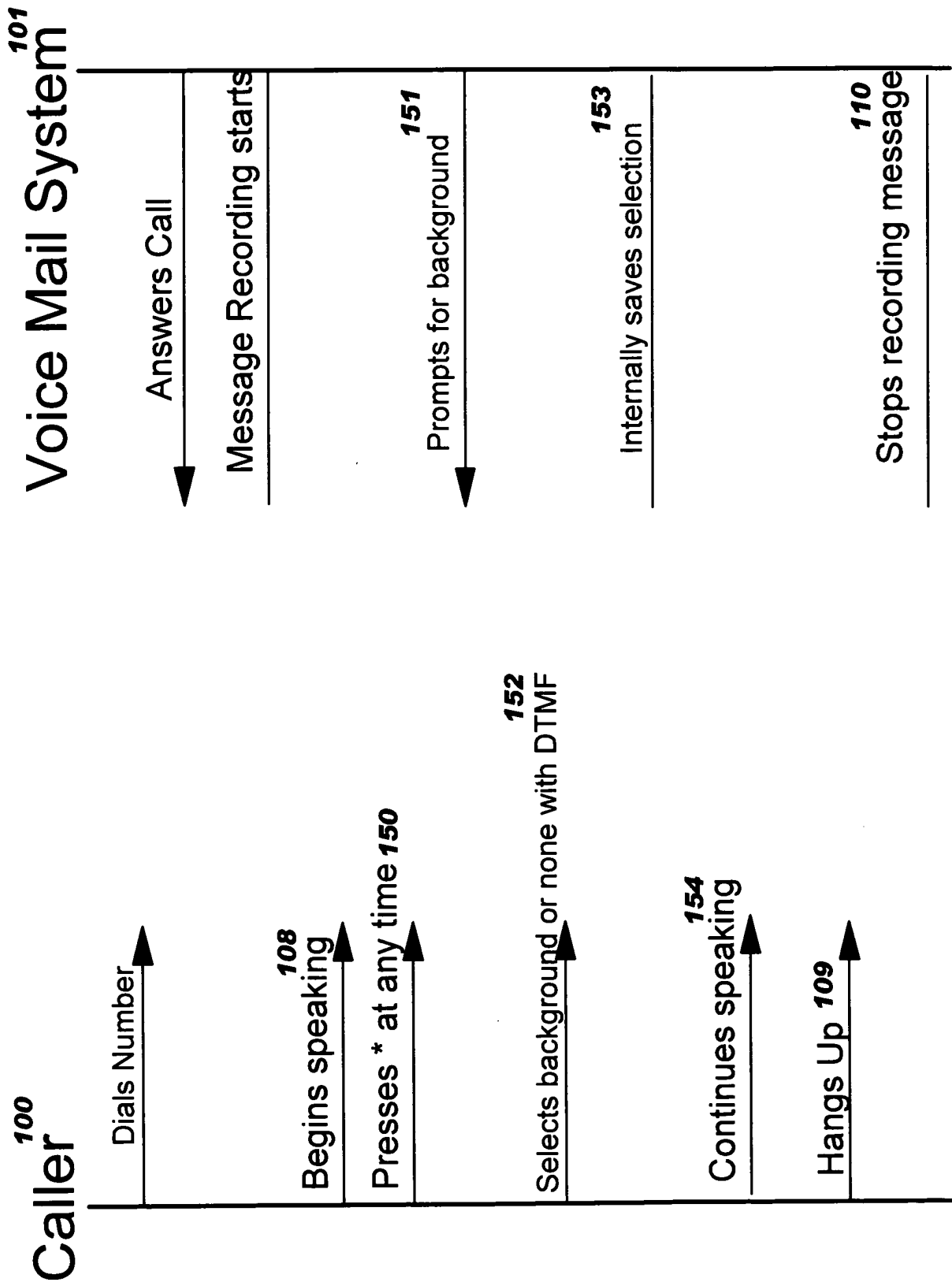


FIG. 1E



Caller 100 Voice Mail System 101

FIG. 1F

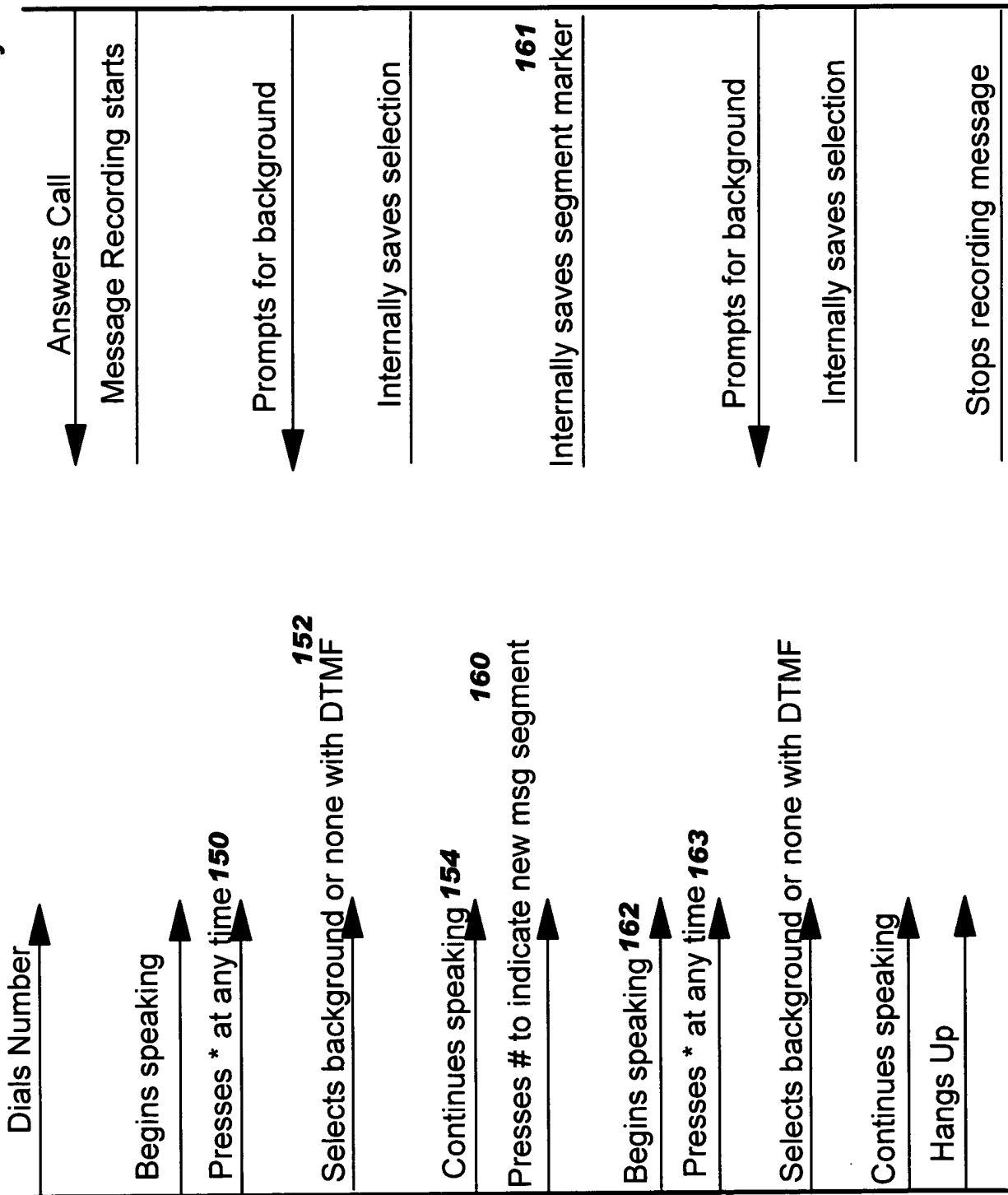


FIG. 2A



FIG. 2B

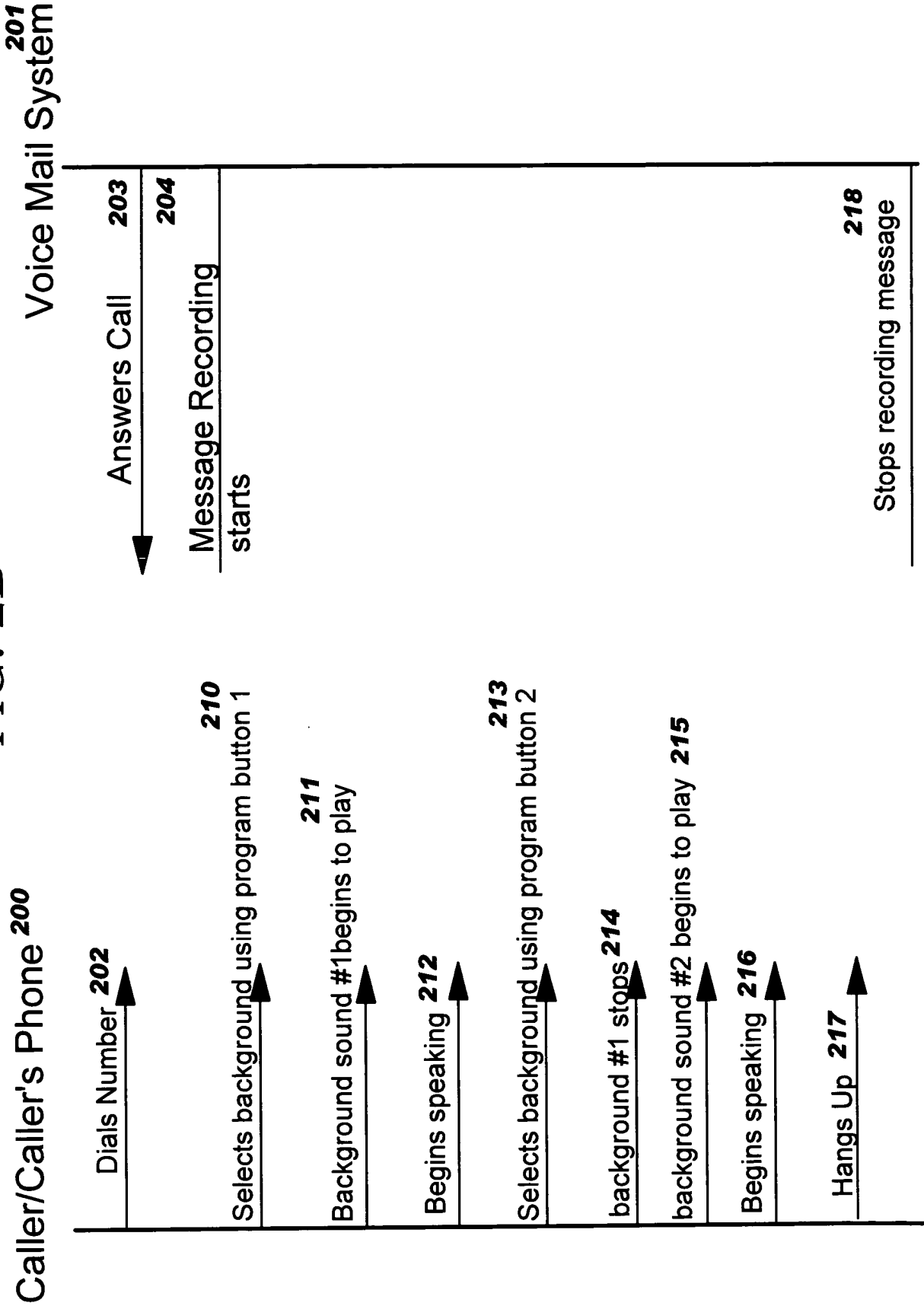


FIG. 2C

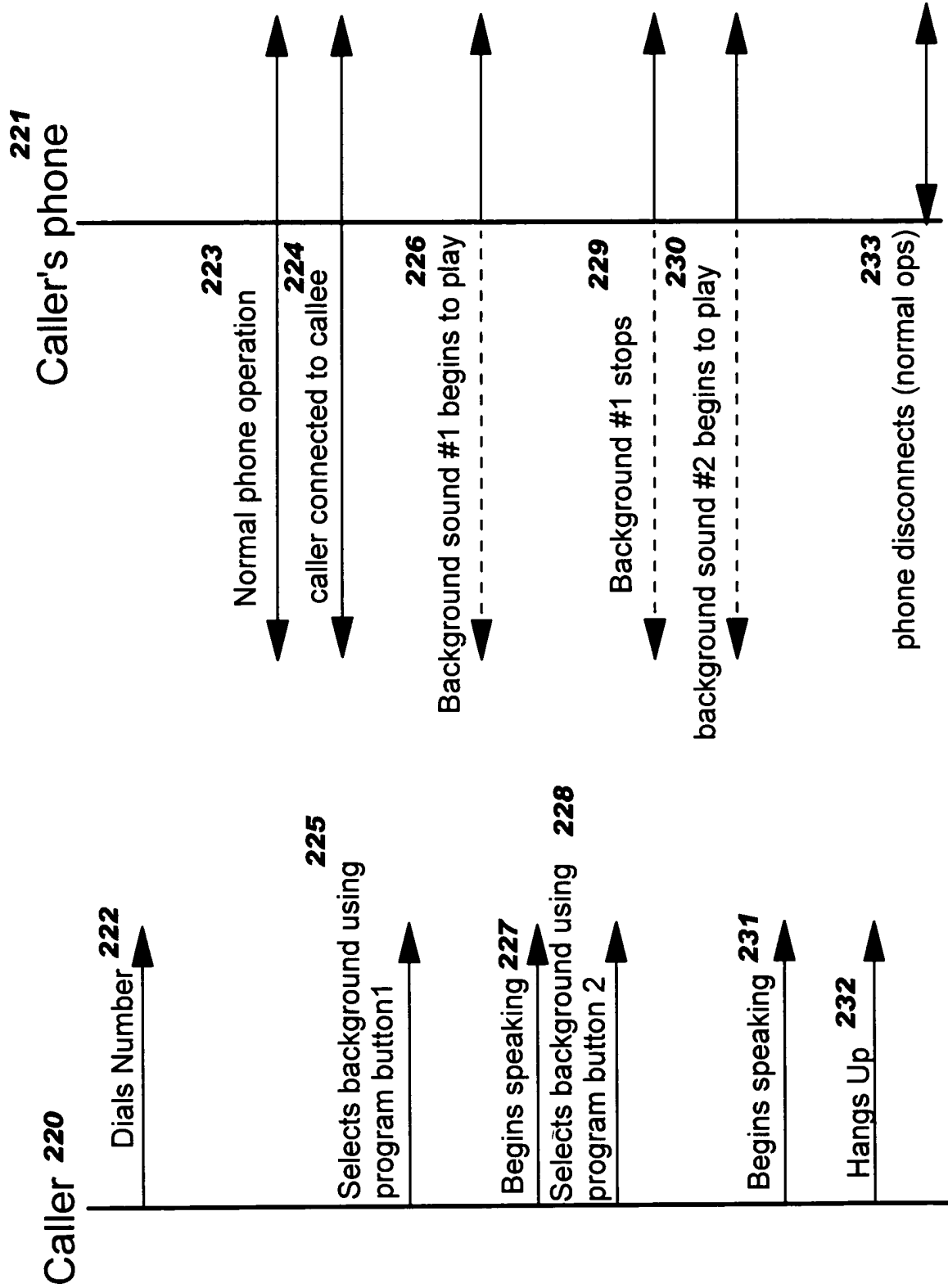


FIG. 3

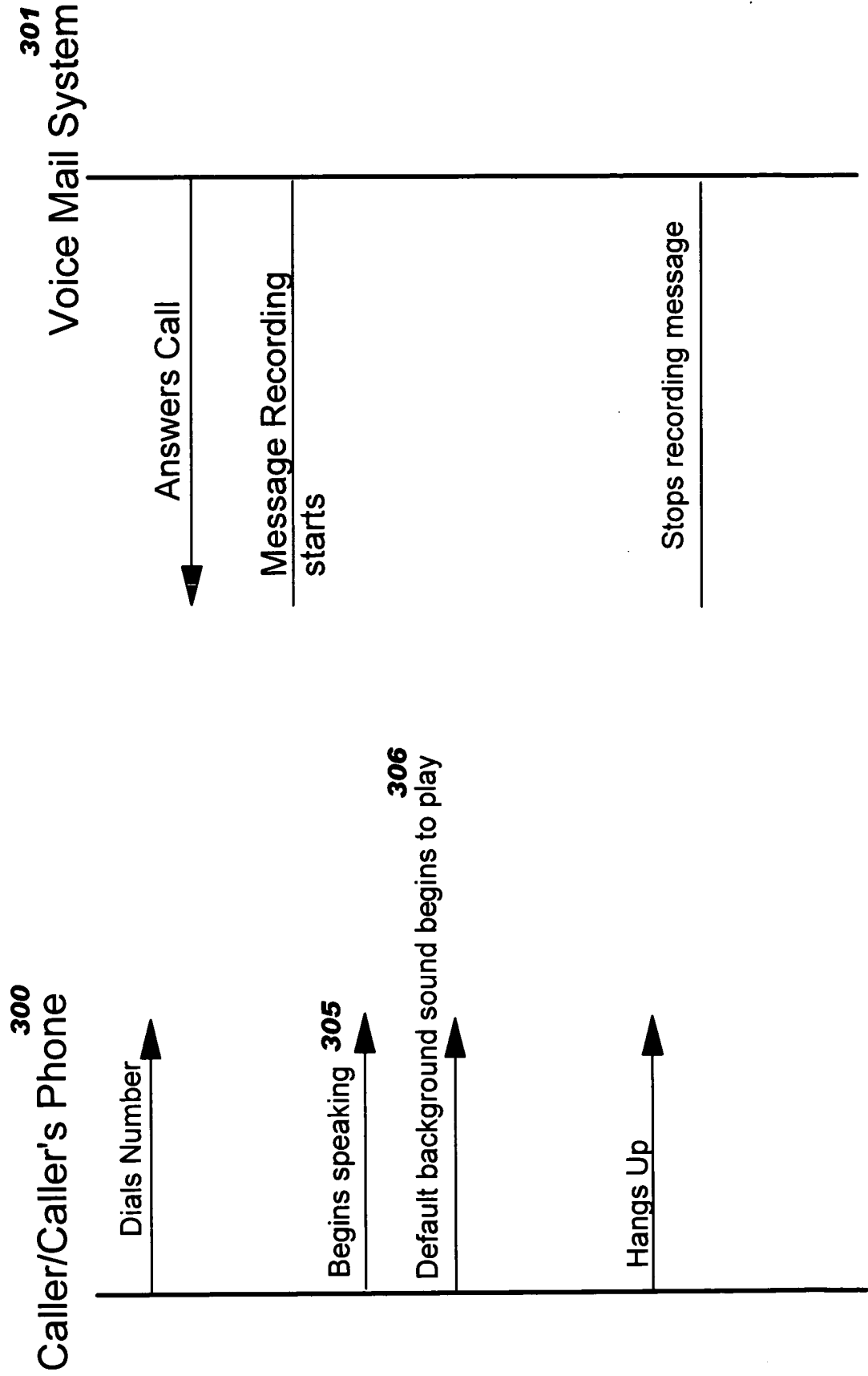


FIG. 4A

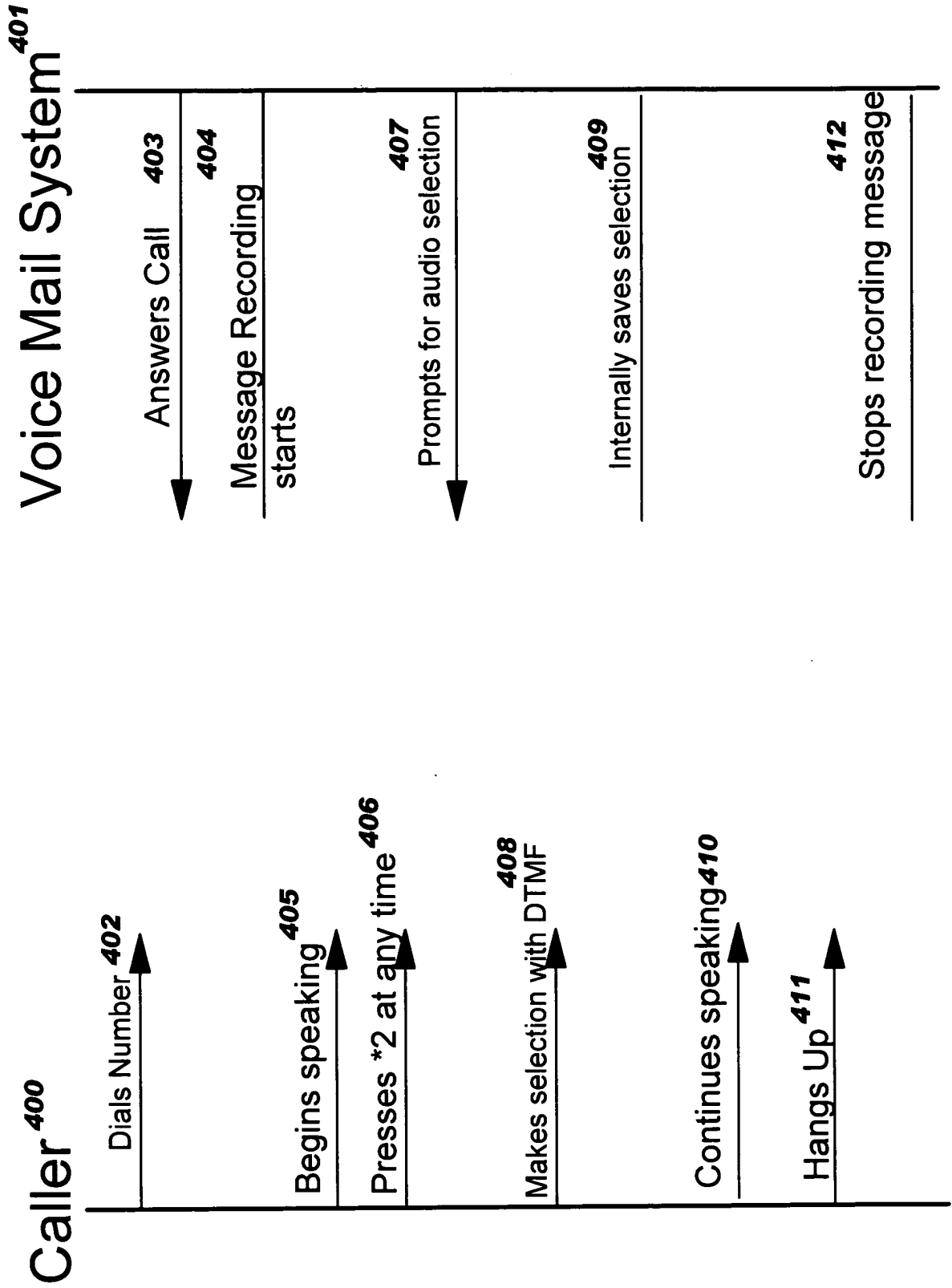


FIG. 4B

Voice Mail System 401

Caller 400

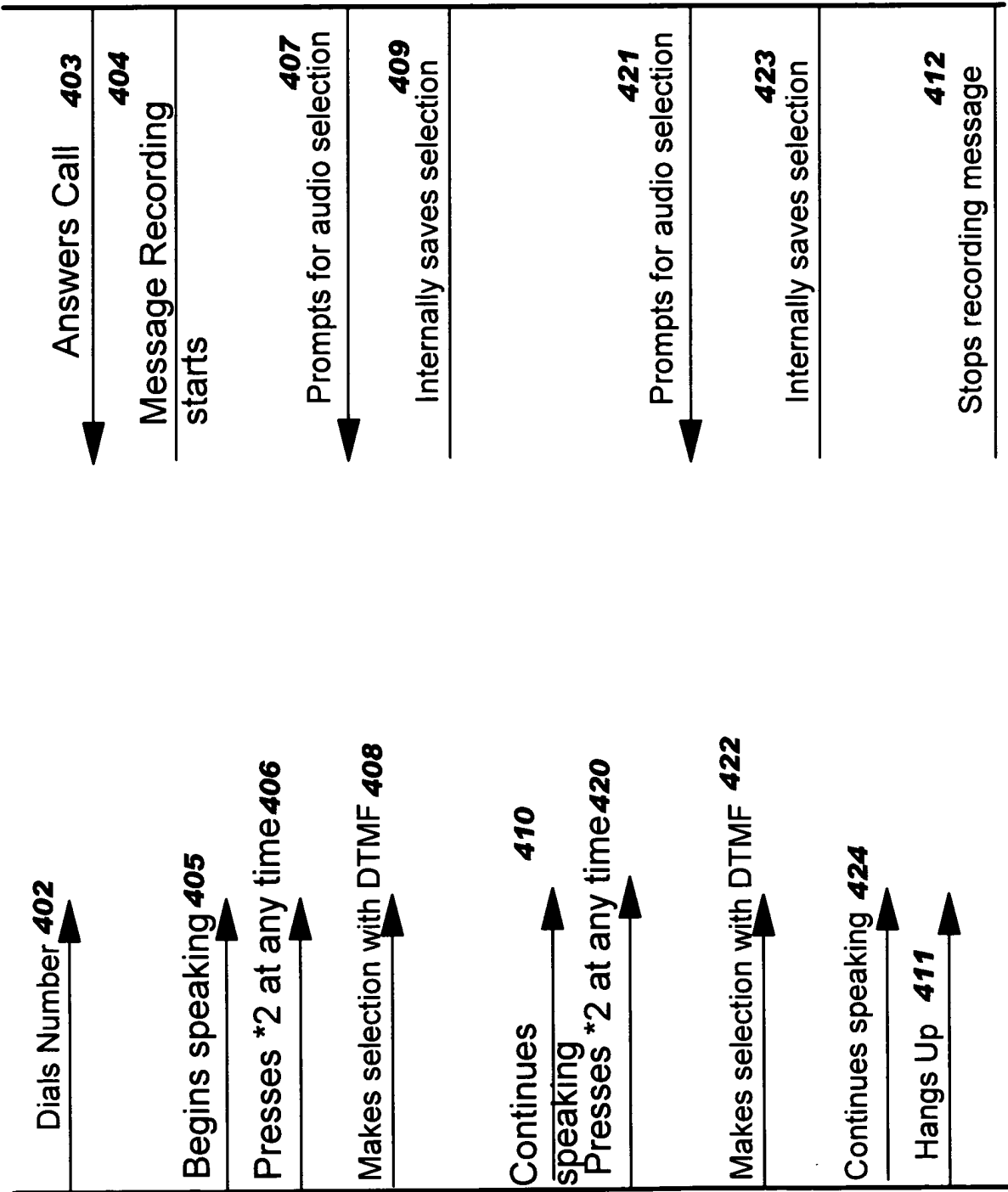


FIG. 5



FIG. 6A

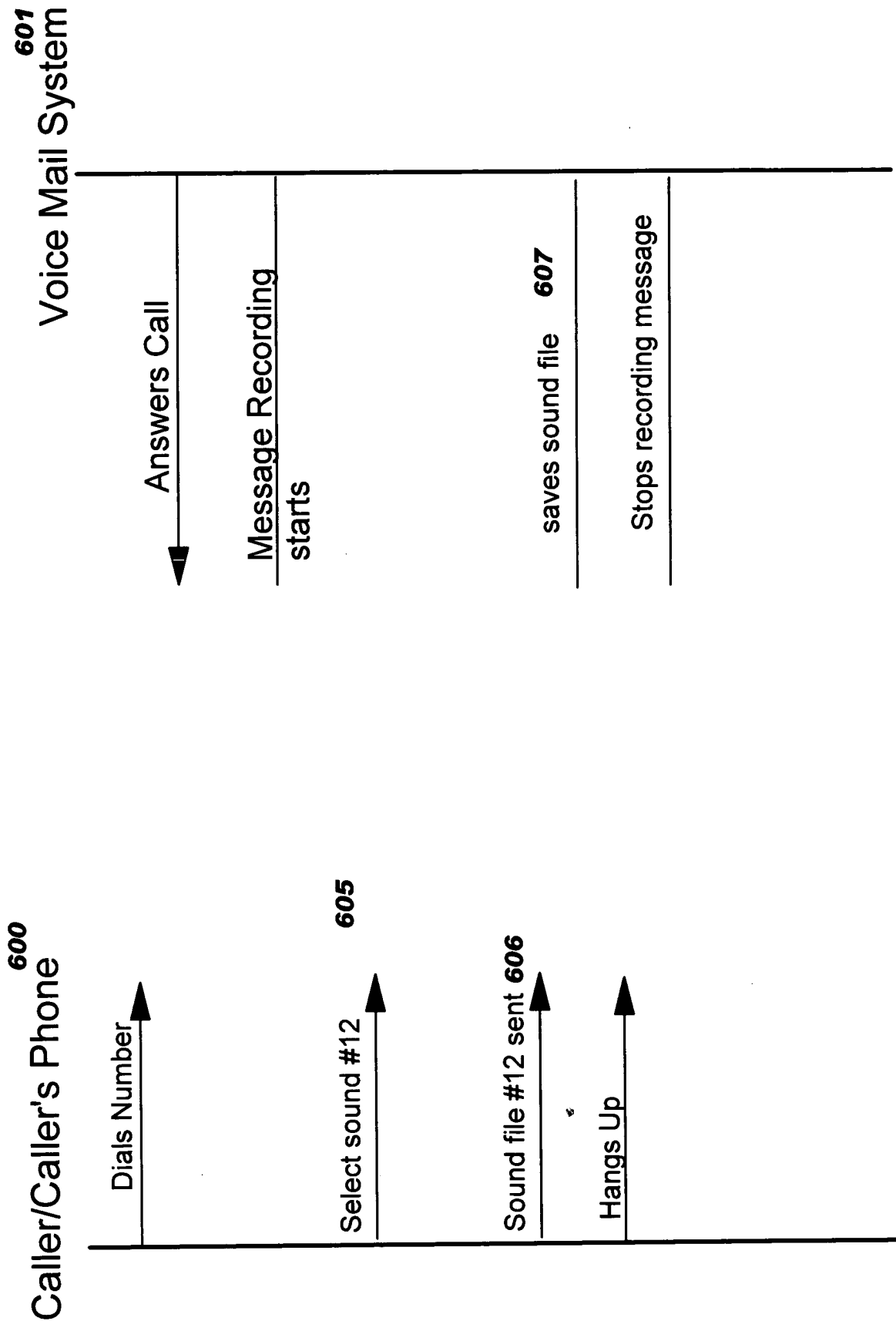


FIG. 6B

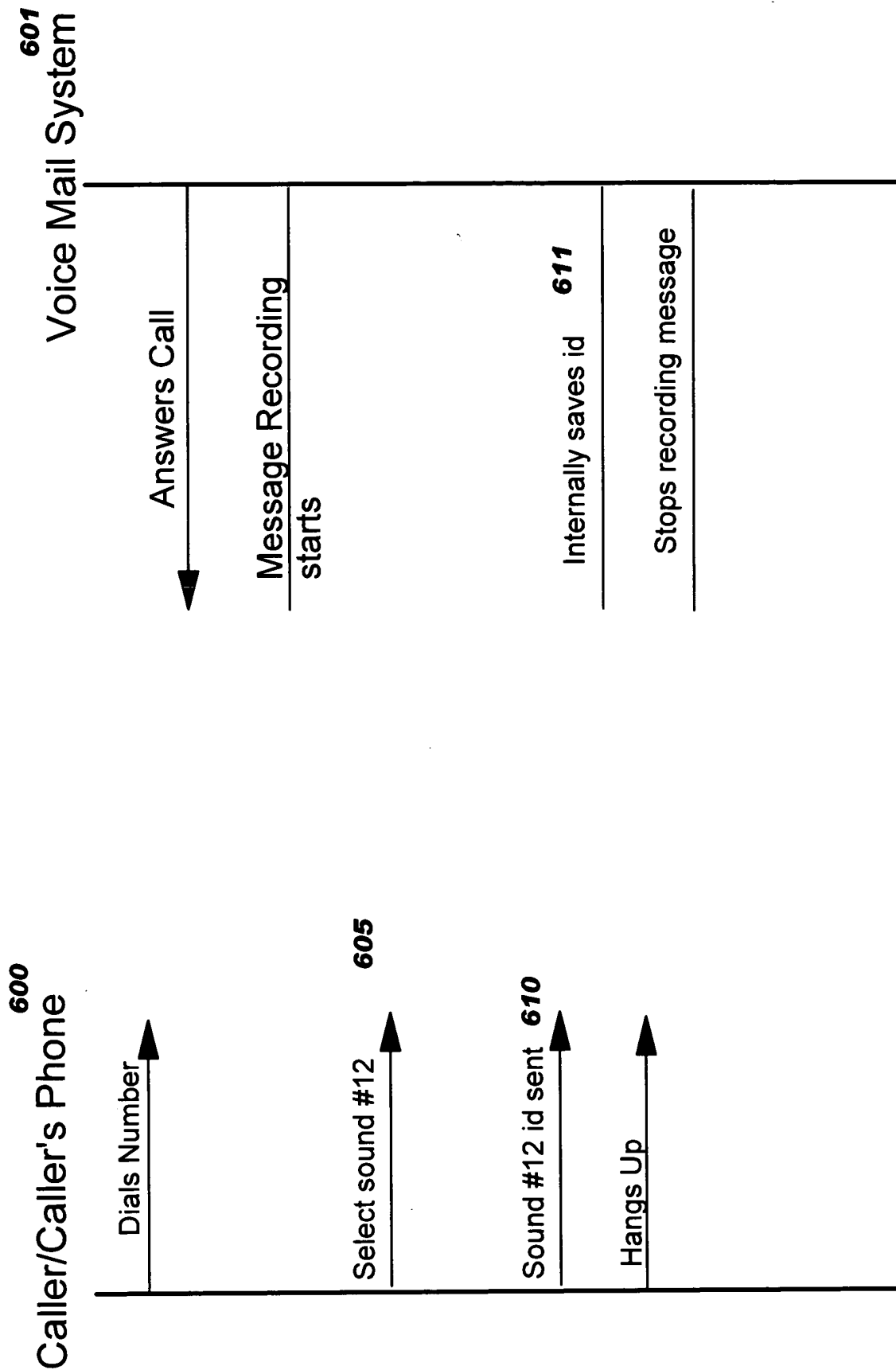


FIG. 7A

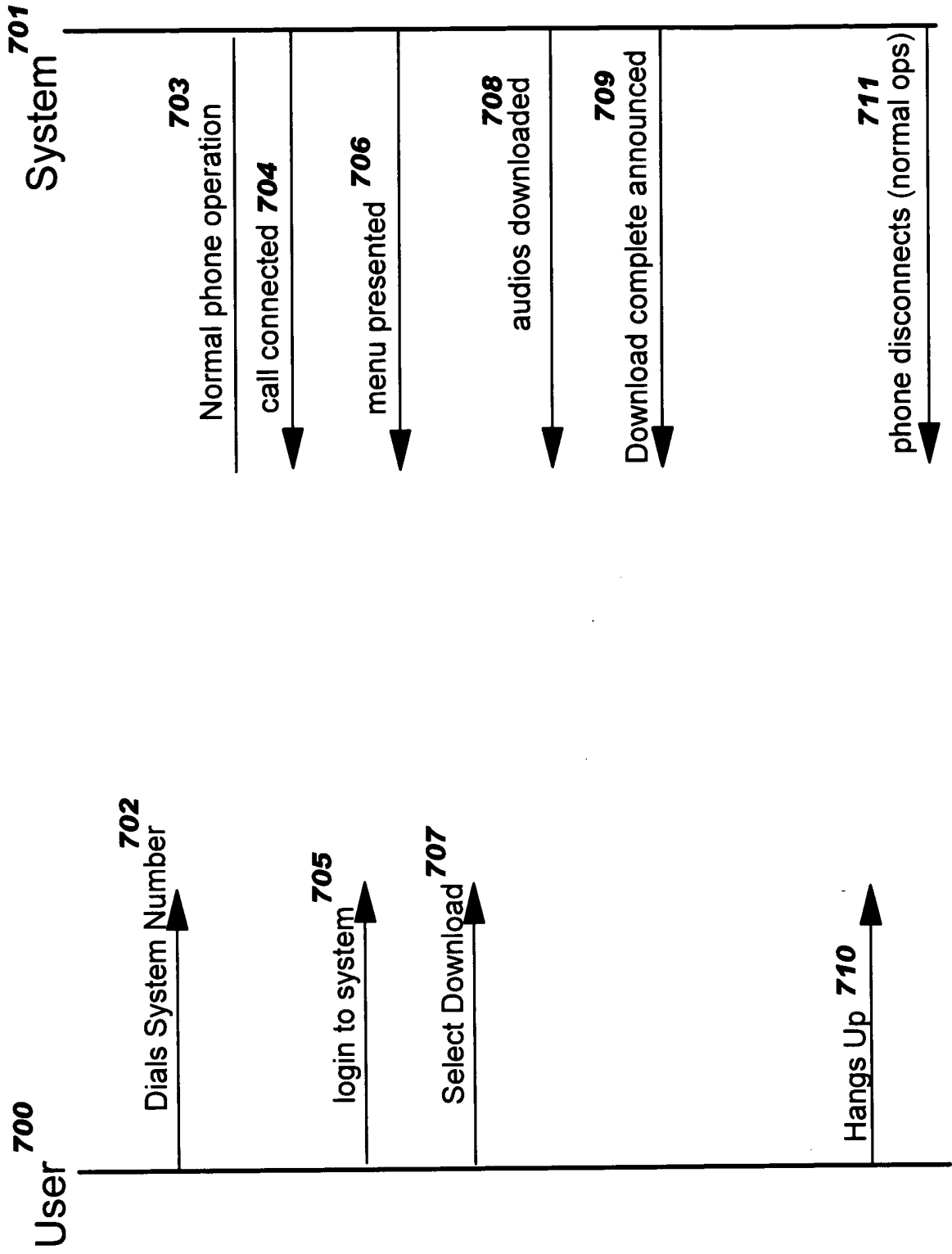


FIG. 7B

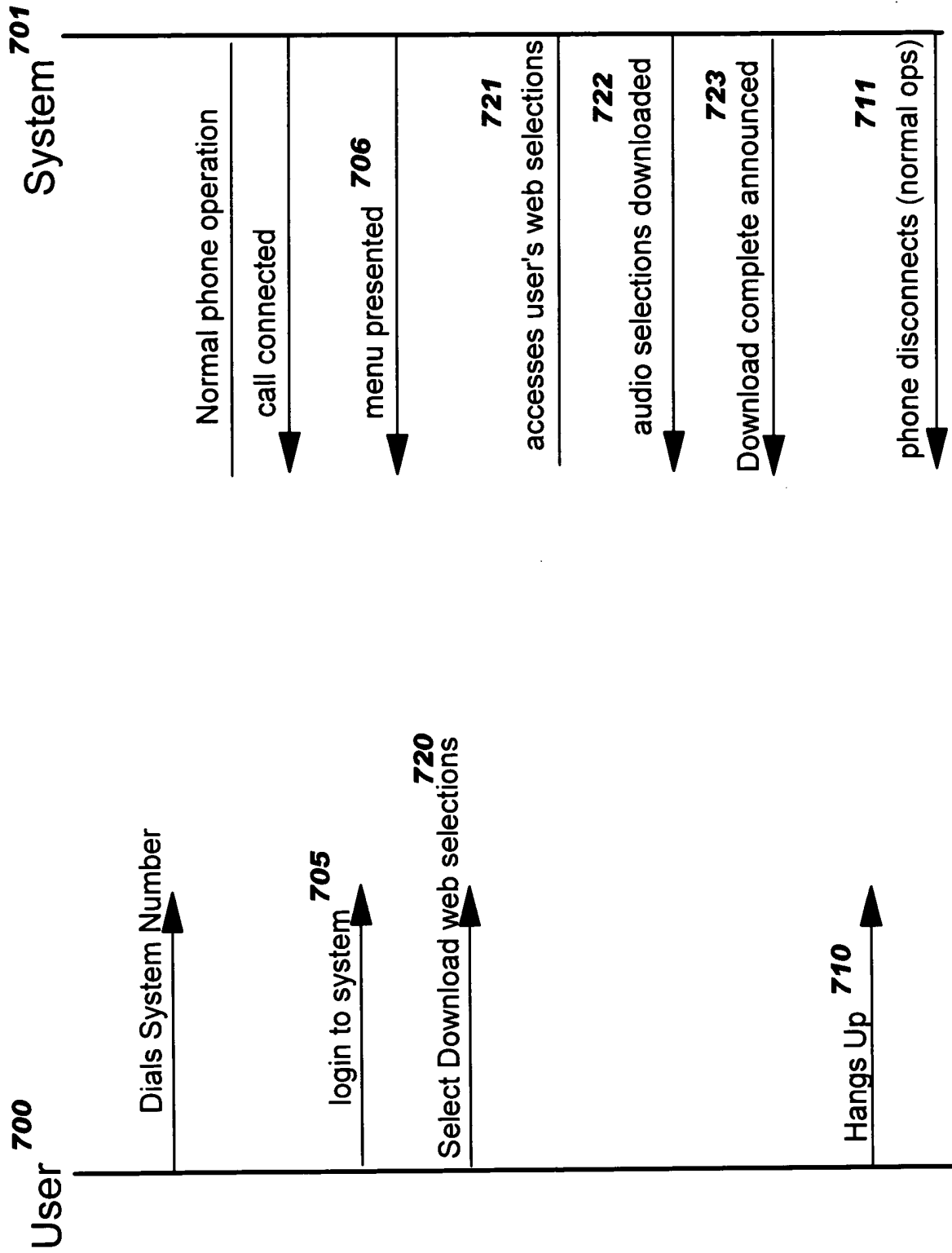


FIG. 8

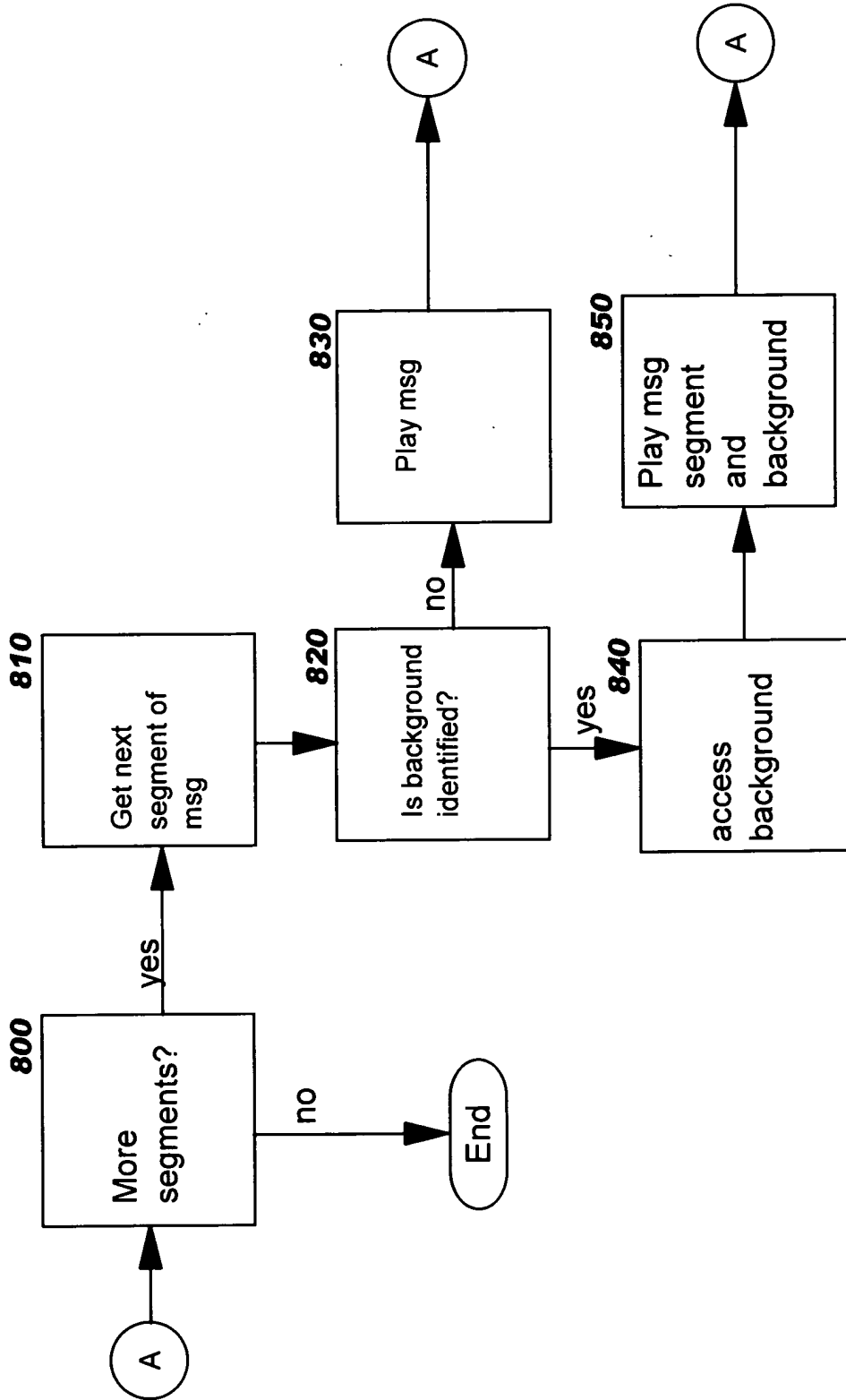


FIG. 9A

Message Segment Data Structure 900

Message segment number
 Background selection number
 User message

Example code:**910**

#define MAX_NUM_VOICE_SEGMENTS 500

920

Struct msg_struct

{

Int segment_number; /* this field is not necessarily required */
 Int background_selection_number;
 FILE *msg; /* could be a .wav file */

}

930

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]

FIG. 9B

Message Segment Data Structure⁹⁴⁰

Message segment number

Selection type

Selection number

User message (only valid if selection type is not an audio file)

Example code:⁹⁵⁰

#define MAX_NUM_VOICE_SEGMENTS 500

Struct msg_struct⁹⁶⁰

{

Int segment_number; /* this field is not necessarily required */

int selection_type; /* this is 1 = background, 2 = audio file */

Int selection_number;

FILE *msg; /* could be a .wav file - will be null for audio file */

}

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]⁹⁷⁰